VINEET NIPPANI

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EDUCATION

The University of Texas at Austin **May 2022**
Bachelor of Science (B.S.), Electrical and Computer Engineering Honors GPA: 3.98 / 4.00
Focus: Software and Data Science

Relevant Coursework: Software Design in Java, Software Design in C++, Algorithms, Probability, Linear Systems and Signals, Introduction to Python

EXPERIENCE

Incoming Product Engineering Intern – *Texas Instruments* **June 2021**

Engineering Intern – *Emerson Automation Solutions* **June 2020 - August 2020**
- Utilized VHDL to update and debug several thousand-line testbenches for a networking chip.
- Met with Firmware Scrum Team daily to discuss project progress and worked in an Agile environment.
- Prepared and formally presented internship project to engineering managers and other company employees.

Undergraduate Teaching Assistant for EE302 – *UT Austin* **September 2019 - December 2019**
- Directed over 30 freshman students with an Arduino robot car project done in C++.
- Helped students with complicated circuits questions during office hours.

PROJECTS

Algorithmic Pathfinder – *Personal Project* **October 2020 – November 2020**
- Created a visualization of BFS, DFS, and Dijkstra's Algorithm on a 2D grid using Python.
- Implemented a priority queue using a Python list with heapify up/down functions.
- Self-taught Pygame module to design GUI for the project.

Space Auction – *Software Design in Java* **June 2020 - August 2020**
- Used Java to create a server-client auction application with synchronous bidding and selling.
- Integrated tools like JavaFX, CSS and SQL to design GUI and store history of bids in a non-volatile database.
- Utilized JSON format in conjunction with multithreading to facilitate server-client network communication.

C++ Plagiarism Checker – *Software Design in C++* **November 2019 - December 2019**
- Utilized C++ and C while working with a partner to efficiently scan over 1000 essays for plagiarism.
- Designed a hash table to store word chunks and used collisions to detect plagiarized content.
- Reviewed the code to ensure the program could scan the documents in optimal time.

YV Adventures Video Game – *Introduction to Embedded Systems* **April 2019 - May 2019**
- Programmed TI MCU using C and Assembly to interface with LCD, ADC, DAC and Potentiometer.
- Collaborated with a partner to debug both the software and the hardware.

SKILLS

Software: Python, Java, C++, C, SQL, VHDL, MATLAB, HTML, CSS, LabView, ARM Assembly
Tools: Linux, Git/GitHub, Unit Testing, JavaFX and FXML, Matplotlib and NumPy, Django, Bootstrap, Multithreading, VSCode, IntelliJ, Xilinx Vivado, Microsoft PowerPoint/Word/Excel

US Citizen, eligible to work full-time in the United States. Strong in interpersonal, leadership and communication skills. Experienced working with Scrum Teams and in an Agile Environment.

LEADERSHIP EXPERIENCE AND ACHIEVEMENTS

Corporate President – *IEEE Computer Society* **May 2020 – Present**
Texas Instruments Scholar – *UT School of Engineering* **September 2020 - Present**